

BOARDING RULES FOR GASLANDS!



During the Attack phase a vehicle with additional crew beyond the driver can attempt to board another vehicle. The target vehicle must be within short range and must be currently in the same gear or one gear above or one gear below the attacker and may not be in gear 5 or 6. The attacking player selects the number of boarders from their vehicles crew, then rolls a d6 for each. Boarders who roll a 4,5,6 leap the gap and find purchase on the target vehicle. Those who do not make it fall to the road and are crushed and mangled under the wheels of the speeding vehicles.

Each successful boarder gives the target vehicle a hazard token each gear phase the vehicle is active in each turn until they are dislodged or destroyed.

Boarders can be attacked by the target vehicles crew during a normal attack phase and will be removed on a 4,5,6.

Boarders can also be dislodged by certain driving maneuvers. If the target vehicle shifts up into gear 5 or 6 the boarders will automatically be dislodged. The boarders will also be dislodged if the vehicle does a brake slam which puts the vehicle in gear 1 and the vehicle must then activate last in the next turn.

Boarders can also be dislodged if the boarded vehicle makes a hair pin, hard, or swerve maneuver. After the maneuver, roll a d6 for each boarder rolling under the vehicles current gear is successful to remove a boarder.

If a vehicle with boarders fails a flip check the boarders are dislodged, if the check is passed the boarders remain secure.

If a vehicle becomes on fire, all boarders are removed.

Optional rule: Instead of causing a hazard for each boarder, any number of boarders on a vehicle causes a single hazard token and the boarders can attack the crew of the boarded vehicle directly. Any hits are applied to the number of crew not hull points of the vehicle. Because they are busy trying to stay on boarders only cause hits on a roll of 5 or 6.

This document is a WIP. Send your comments to: mrwaynesnyder@gmail.com